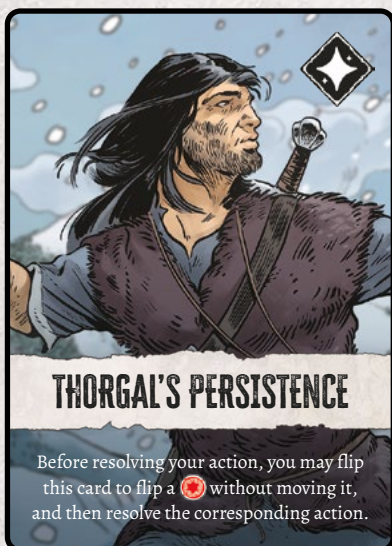


- FAQ -

Since the release of *Thorgal: The Board Game*, we've received questions from players—both online and via direct messages to a dedicated email for rules-related questions: regulygier@portalgames.pl. Below, we've compiled answers to the most frequently asked questions, along with minor corrections for some of the components.



Q: Does Thorgal's Skill card allow me to perform two actions consecutively?

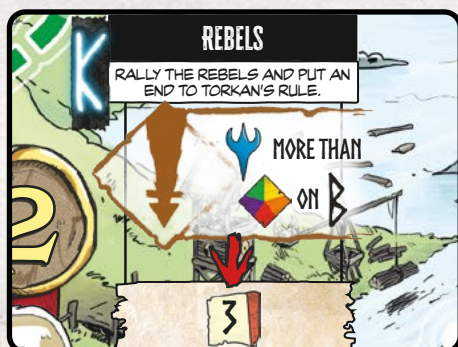
A: No, it only allows you to skip moving the Action chip before resolving the Action.

Q: In the case of a battle against 3 Combined Enemies, if we cover all the ♥ on one of the Enemy cards, do we continue fighting against 3 enemies on the next action, or against 2, since one has already been defeated?

A: You must face 3 Enemies again. Thematically, a battle against Combined Enemies can represent a fight against a horde of weaker enemies, or it could be a battle against a single, massive foe (such as a Giant or Monster).

Q: If, as a result of an effect, we remove the last Enemy from a Location marked with ⚡, do we immediately read the corresponding entry below it?

A: Yes, this happens rarely, but if there are no more Enemies at that Location, resolve its effect (e.g., read the Entry, gain Goods, etc.).



Q: If I have a condition related to the Assign action at a Location (e.g., there must be more Goods on a Location than Enemies elsewhere), and this condition is met as a result of an action other than Assign, do I immediately resolve the effect of that Location?

A: Yes, since you met the condition, you must resolve the effect immediately.

Q: Can I choose not to use all the Polyomino tiles I gained from a roll during combat?

A: Yes, there is no rule requiring you to use all the Polyomino tiles. While you will typically use all of them, it is not mandatory.



Q: Why does the game's page on Gamefound mention 43 Action cards when there are only 42 Action cards in the game?

A: Actually, there are 43 Action cards in the game. We've received numerous questions regarding the card count—here's the breakdown: in the base game, there are 39 White Action cards and 4 Black Action cards. The Gamefound version includes 3 additional White Action cards. Many of you combined the decks, counted the total number of cards, and compared them with the rulebook and the Gamefound website. Please note that only the components from the retail version are listed in the rulebook, while the exclusive components (including these 3 additional White Action cards) are listed in a special leaflet. If you have any further questions or doubts about the components in your game, please contact gf@portalgames.pl.

Q: I have a question concerning the Whalers Settlement Location (Book of Tales, p. 23). The text states:

You may swap the Collect Action card with [8 icon].
For each [skull icon] you have, cover any Good on the Journey Path with a [skull icon] (you don't gain any Goods, but you gain Wounds if you cover [skull icon]).

What happens if I place the [skull icon] on a [red square] or [yellow square] with an icon that does not inflict any damage?

A: You should resolve this effect as usual (gain Threats, lose Goods etc.).



During their turn, a player takes an active Action chip ([red skull icon]), flips it to its inactive side ([white skull icon]), places it below an Action card, and then resolves the chosen card's effect ([purple icon]). After the first round, the Action chips will be located below the Action cards from the previous round and must be moved to different Action cards during future rounds.

Once all the Action chips are on their inactive side, proceed to the Event phase.

Q: I have a question regarding the order of using the Action chips. The rulebook (p. 12) states that I must first take a chip, then flip it, and finally place it below an Action card. However, some effects seem to contradict this order. Could you please clarify?

A: It is important to take a chip first and resolve the card's effect last, but flipping and placing the chips can be done simultaneously.

- ERRATA -

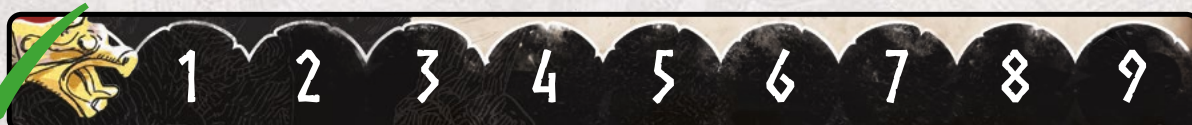


YOU LOSE

× If you don't achieve any of the Goals by the end of round 8. Read .

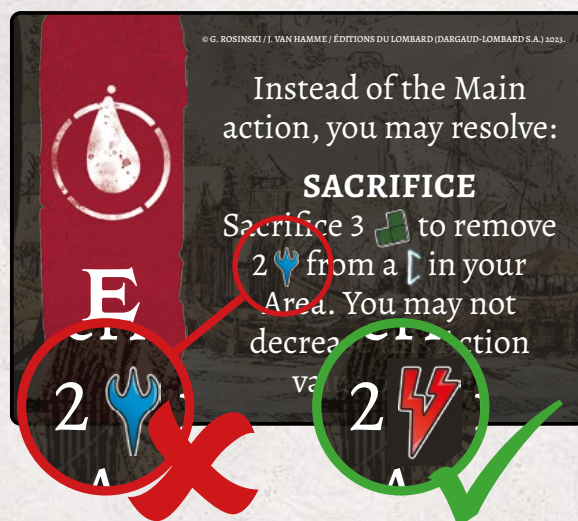
Q: How many rounds are in the Torkan's temple scenario?

A: There are 9 rounds.
Information on the Adventure sheet is correct.



Q: This card (Special Action card E, Gamefound scenario Labyrinth) seems incorrect. Could you please explain how it works?

A: There is an incorrect icon on this card. Instead of the , it should be the .



Q: This card (Special Action card F, Gamefound scenario Labyrinth) seems incorrect. Could you please explain how it works?

A: There is an incorrect Area mentioned on this card. Instead of Area 1, it should be Area 3.

